

# DCC: World of Iriolis

## Our Group

| Player  | Character       | Description  | Class   |
|---------|-----------------|--------------|---------|
| Bruce   | Gallfred Weasel | Guild Beggar | Thief   |
| Chris   | Old Man Fish    | Locksmith    | Ranger  |
| Ernest  | Hemp            | Weaver       | Warrior |
| Matt    | Mordecai        | Gravedigger  | Wizard  |
| Patrick | Podrick         | Squire       | Warrior |
| Tim     | Ned Wimbley     | Beekeeper    | Wizard  |

*Chris* notes that his computer has decided to acknowledge that there are speakers present that are not actually attached to the computer. *Bruce* is concerned: can *Chris* actually hear these speakers? *Chris* explains that he can only barely hear sounds from them, which should make for no great concern. At least, nothing where the Authorities need to get involved. *Patrick* shows up in time to find out that while the homeless don't have the money to buy guns, they are easily able to steal them out of parked cars because this is Texas. In an interesting example of unintentional escalation, many of those guns are stolen from the vehicles of property managers and real estate agents who have armed themselves to provide protection from the homeless.

*Paul* calls in just in time to hear *Bruce* predict the fall of society and *Chris* plotting just how many guns he needs to own to protect himself from the unwashed masses. Characteristically, this whole conversation arose from the need to fix the streets in *Chris*' neighborhood.

*Tim* is an innocent in all of this. But he has a cat sleeping in front of him. Which is truly adorable. Also, he got a job! And it's not on OnlyFans! Mostly. Plus, he gets to work as a developer.

*Ernest* shows up a bit later because his faith overflowed... or at least its schedule demands overflowed. Everyone is glad to see him appear.

## The Crypt of the Carnifex

The group is down on the second floor of the ancient Temple of the Carnifex, because they do that kind of thing. The characters have recently decided *not* to release her from her imprisonment at the hands of the forces of Law, but they did steal the three *gems of the Carnifex*, because they might turn out to be handy.

On the plus side, the characters have a big golden box full of magical items, most of which they only understand in the vaguest of terms:

- A vial with wax stopper depicting two crossed swords
- Three silver flasks sealed with corks stamped with a three-headed raven
- A book inside a gold 3-ruby platinum 3-locked clasp cumdach

- A giant gold box with ark of the covenant carrier
- 5 casks rat oil
- 43 javelins
- A gold chalice set with semi-precious stones (25 gp)
- A silver figure of a three-headed raven (45 gp)
- A silver coffer (worth 100 gp) spilling over with 555 gp
- A platinum-chased headsman's axe. The axe is an enormous two-handed weapon, unwieldy in combat (-1 to hit) but capable of inflicting devastating wounds (2d6 damage).

When *Gallfred* reappears from the darkness everyone is pleased – not because they need his special skills, but because he can help in box-carrying duties. One of the more unfortunate truths is that the characters still need to make their way back across the chasm (from two sessions ago!) that was once protected by a horrible spider monster. The monster is dead now, but the chasm is still there.

## Crossing the Chasm

Getting from the temple out across the chasm and out is an engineering project, mostly because the big chest of magic items is heavy and unwieldy. *Old Man Hemp* has both chains, and a plan. The plan involves sending Gallfred Weasel across first with a guide rope (to match the one already there). Then Podrick clambers across to provide some brute strength, an attempt that includes some misfortune and a nearly fatal fall averted only by Podrick's *Ogaltus* amulet and its *feather fall* effect plus a bit of luck. It turns out that *Old Man Fish* didn't have the rope tied off nearly as well as he'd thought.

### Ogaltus Amulet

When spoken, this word causes a pair of ghostly black wings to sprout from the amulet wearer's back, allowing him to descend from heights as if under the effects of a spell check 14 feather fall. The effect lasts for four rounds and can be used once per day.

Ned *Wimbley* crosses over, almost falls to his death, is saved by Old Man Fish and Gallfred Weasel hauling on ropes and summons up a pair of ponies to provide a way to pull the box over, dangling in a cradle of chains hanging from the two (hopefully now secure) ropes.

The characters watch as the ponies pull the chest across. Then they watch as a pack of goblins shows up to interfere with the effort. Podrick raises the alarm! Being Podrick, the alarm are the death-screams of the first goblin he impales with *Ulftheonar's wolf spear*. Curiously, even though it is a wolf spear it still works fine on goblins.

Gallfred flings *Shadeslayer* at the goblin on the left flank. He is deeply, disturbingly pleased by the way his magic sword flashes out, kills the creature, and returns to his hand. He only barely notices along the way that Podrick has effortlessly speared another goblin to death.

Ned Wimbley is equally pleased to shoot and kill a goblin with his bow. And Gallfred kills the last of them.

Old Man Fish and Hemp very unceremoniously guide the box of treasure across the abyss safely. No goblin-killing for them!

## The Goblin Warren Is Deserted

Podrick very carefully checks into the goblin warrens. It is still a sty. It is also still depopulated of goblins.

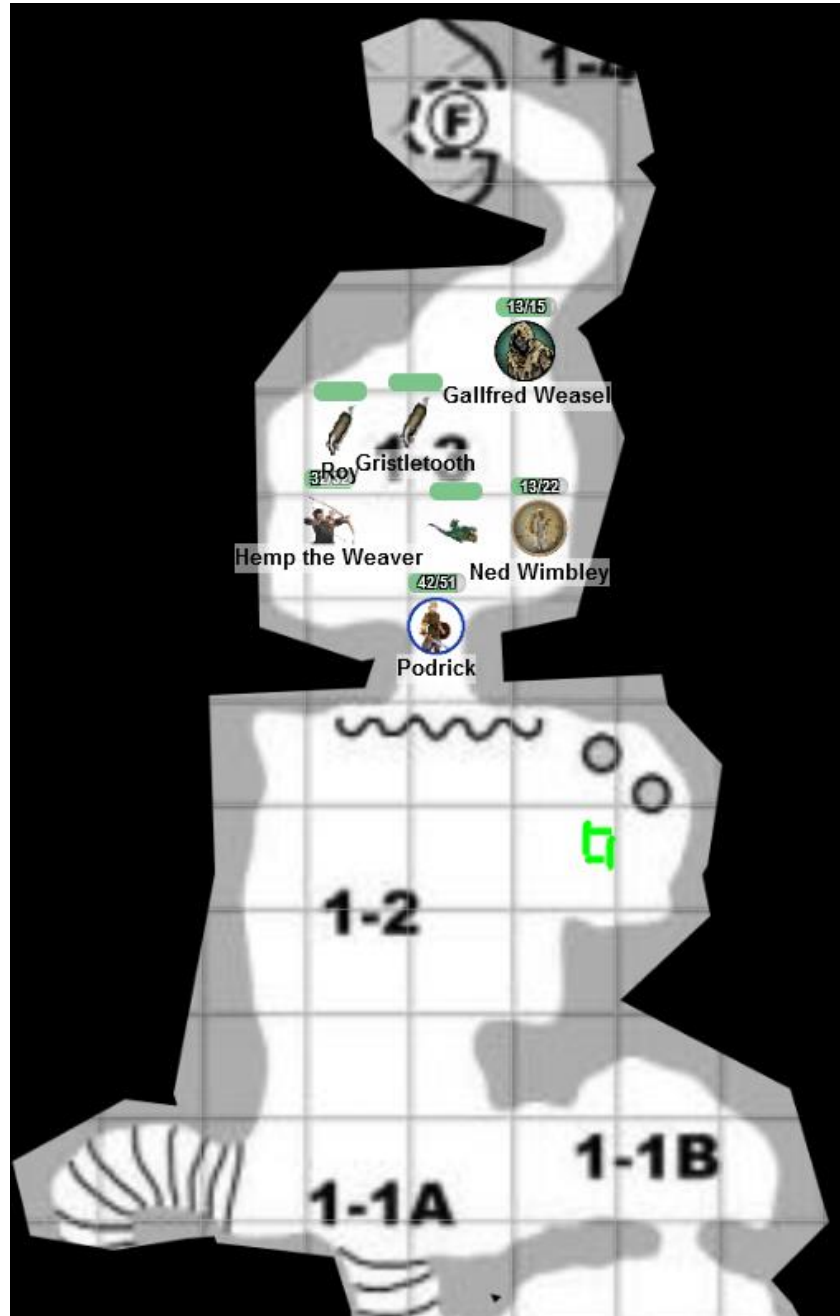
The characters have a quick discussion about whether to expunge those goblins probably hiding upstairs. Old Man Fish suggests that the goblins have an ancient and valuable culture that should be respected. Gallfred points out that first, he has a sword made specifically to kill goblins, and second, they might have something of value.

Gallfred sneaks up into a storeroom full of rotted goods, is overcome with avarice, and starts looking for items of value. What he finds is a trapped container in a barrel.

The others follow along a few minutes later. They find Gallfred unconscious and pinned to a gain barrel by a bladed hook.

Old Man Fish checks out the body with his magical body-checking dagger. He verifies that Gallfred is still alive (his blood still flows...), but very

unconscious. Old Man Fish and Podrick get into an extended discussion on exactly how to handle Gallfred's treatment plan. Should he be freed from the hook first, or treated for poison? Podrick eventually volunteers to pry the hook away... and cuts his own hand on it. Podrick tells the others, "I don't feel so well..." and collapses.



Hemp tries using a crowbar to free Gallfred. He doesn't free Gallfred, but he does inflict more damage on the thief than the original trap did. His second attempt is notably better – so the unconscious Gallfred is no longer pinned to a barrel.

Old Man Fish volunteers to search the secret compartment with his magical *secret-compartment searching dagger*. He finds a demonic idol wrapped in blood-soaked cotton. The blood has long since dried, leaving the wrappings a crusty brown. Neither Old Man Fish nor Hemp recognize the specific demon.

The conscious characters decide that their best play is to retreat back to the edge of the abyss and wait. Podrick recovers after two hours. Gallfred wakes up an hour after that. By the time Gallfred is up, it is dark outside and the time for vampire bats to be most active.

Meanwhile, Hemp shows Ned the demonic idol. Ned immediately recognizes it as *Zyth'gorak*, a vampiric entity who always craves fresh blood.

## Back to the Upper Chambers

The characters move beyond the storage chamber. They find a locked trap door on the cave ceiling beyond. Gallfred easily opens the lock, not even a problem. He peers into the chamber above and sees an open chamber leading to a wooden platform. An iron brazier lights the room, and there is a rope bridge to another spire of the compound connected to the platform. Two goblins are using their javelins to roast meat over the brazier. They are also (apparently) expected to watch the trap door.

Ned Wimbley is pretty far from the action, but that doesn't stop him from casting *magic shield* on himself and Hemp. And also creating toadstools all over the area.

Emboldened by his magical defenses, Hemp storms up through the trapdoor and engages the goblins, shoving Gallfred aside as he does. He shoots an arrow at the nearest goblin with the *blazefire bow*. He sets the goblin on fire, the creature ends up roasting like the meat on his javelin. Hemp is overcome with an immense hunger for roasted meat!

Podrick rushes past and chops down the second goblin.

Gallfred is left wondering what exactly just happened. He opened a trapdoor, and suddenly everyone came charging right past him to slaughter goblins. He shrugs, moves up through the door, and *hides in shadows*, drifting forward to a place where he can see nine more goblins assembled on the next platform.

Hemp rushes to the brazier and starts tearing pieces of roasted meat and dead goblin apart with his bare hands, cramming shredded meat into his maw as he utters a series of increasingly obscene prayers to *Aphiel*. He barely notices when Podrick hits him in the back and demands to know why he is using such crude language. Instead, he cries out, "Fire and victory!" and shoots a goblin – who falls, screaming and burning.

For their part, the nine goblins do not rush madly to the attack. Gallfred examines the situation and determines that there is just enough light out that he can't simply walk unseen along the bridge, so he takes the obvious alternate choice: he climbs *underneath* the bridge to approach unseen, Cape Fear style.

Ned Wimbley summons a *giant viper*, then casts *magic shield* on Podrick. The viper advances up to the rope bridge. This persuades the goblins that their best plan is to cut the bridge. They cut one of the supports. The viper manages to hang on by a coil. Gallfred finds himself hanging to the bottom of the bridge. He crosses the underside of the bridge and moves to the underside of the far platform, all unseen by the goblins.

Ned realizes that he no longer has any idea where Gallfred is, so he casts *field of tentacles* and covers a huge space of the platform with grotesque tentacles covered in suckers, eyes, and mouths. Two goblins find themselves trapped. The other goblins send a barrage of arrows back at the characters. Old Man Fish exclaims, "Ow!" as a shaft finds him. He shoots back and kills a goblin.

Gallfred reaches up from underneath the platform to execute a goblin. One of the goblins trapped by the *field of tentacles* escapes but makes the poor choice to escape in Gallfred's direction. Gallfred promptly reaches out from under the platform to kill the second goblin as well. On the other side of the platform, Hemp's electric lizard *Zipzap* zaps a goblin.

Ned's giant viper makes two attempts to cross the bridge but is unwilling to take the risk of falling. The snake makes it across on the third try. Ned celebrates by dispelling the *field of tentacles* to allow the viper to pass.

Another goblin burns like a tire fire as Hemp continues to loose arrows from the *blazefire bow*. The rosin of the goblin's bow ignites like a magnesium flare!

The characters take the platform, reconnecting the bridge in the process. They find that the platform contains several ramshackle huts with stucco chimneys. Apparently, goblins actually invented stucco, at least according to Ned Wimbley. Gallfred collects a couple of small casks of goblin moonshine, tells the others that he is confident it won't blind him because he knows how to handle poisons. He drinks down an entire cask and reports to the others that it is very, very strong. Then he passes out. He'll be out for 3 hours.

Ned starts flinging casks of goblin moonshine over the edge in an effort to save his alcoholic friend.

Ignored by all, Old Man Fish searches through Gallfred's pockets. He finds a surprisingly large quantity of poisons. He elects to not drink any of it.

Hemp continues to howl about how much Aphiel demands blood! He does, however, restrain himself from eating roasted goblin meat.

## Goblins – They Are Lawful!

Old Man Fish sees three more goblins on the next platform. He sees that the platforms have handrails and exclaims, “They have handrails! They really are lawful!” Ned sends his viper to attack while Hemp, Old Man Fish, and Podrick start up a steady stream of arrow fire to cover it. Hemp shoots one down and Podrick cripples another. The survivors attempt to fling the viper off the bridge. The viper responds by killing a goblin while Hemp shoots the other.

The final platform is ominously empty, though it is crusted by guano. It leads to an enormous cavern, but the goblins and bats that had been on it a moment ago are now airborne.

Most of the characters move on to the goblin aerie. Podrick and Old Man Fish drag Gallfred’s unconscious body into a hut and hide him. Old Man Fish borrows *shadeslayer*.

## Bat Country Again

The three bat-riders are silent in the air and are armed with barbed javelins. One of them skewers Ned, who notes with dismay that the javelin still has a line tied to it. Ned expects to find himself flung into the sky. Hemp tries to shoot the bat-rider down, but misses! Ned tears the barbs out of his back. He rolled minimum for healing before, but apparently maximum damage for self-harm. He runs for the cave.

Gallfred dreams strange and forbidden dreams of *Cheret the Lost*.

Inside the cave, Ned finds that the floor is covered in guano. Spare barbed javelins and bat-riding tack are stored along the walls.

Podrick gets an excellent shot at one of the bats, knocking it unconscious in the air. The bat and its rider spiral hundreds of feet down to the ground.

Old Man Fish flings *shadeslayer* up at a goblin flyer. He gets a critical strike, taking the goblin out in a single strike. Then the sword returns to his hands, hungry for more!

Hemp shoots down the last of the goblin riders. The remaining bats fly off into the night to hunt giant mosquitos. He seeks out the one of the fallen goblin bodies and soaks the idol of Zyth’gorak in fresh blood. Once soaked in blood, it regains its malevolent powers. Specifically, it can be used to cast a *bless* spell on an enemy once per day (this causes a penalty to a foe), and to *inflict wounds* by touch once per day. Both are rolled at a +5 bonus.

Old Man Fish tries to heal Ned, but he draws the (unfavorable) attentions of his patron Tjaptar. His eyes glow with the aspect of the Northern lights for the next 24 hours.

## Guano Goblin!

The characters (except Gallfred) move into the riders’ cavern. Of a sudden, they discover that one of the “stalactites” is actually another giant bat! It unfurls its wings and glides down to the attack! Hemp avoids its attack. Then a second bat flies down! It latches on to Old Man Fish and starts to drain his blood. Old Man Fish protests, “Stop! I need that to live!”

Hemp sends Zipzap at the bat. Electricity crackles, but the bat avoids most of the strike.

Ned's summoned viper lashes out faster than the eye can see and tears into a giant bat, biting it *on the mouth!* The bat loses teeth but avoids the poison. The bat struggles, then Ned kills it with his bow. Read that again! The *wizard* kills a giant bat with a *bow!*

Podrick shoots the other bat. That's hardly worthy of note, because Podrick does that kind of thing all the time.

Old Man Fish peers into an adjacent cave. He finds a dozen emaciated, exsanguinated bodies lying there. Most are human, and they were clearly drained dry by the bats. There is a walkway beyond, and a cave. Old Man Fish rushes across, followed by half the group!

## The Throne of the Goblin Warlord

A small goblin in a black helm lounges upon a bat-winged throne. Treasures are piled all around him. The goblin sneers at the characters, "So, the lady send you for the third key, huh! The treasure of Samick's Ball will not be found so easily."

None of the characters have any real idea what the goblin warlord is talking about.

Ned Wimbley invokes his patron bond and fills the area with a huge sandstorm. This blinds *Azzubal*. Hemp approaches him and curses him in the name of Zyth'gorak, casting *bless*. Azzubal shrugs that off. Then he stands up and whirls his flail around. Podrick easily evades.

Ned's snake lashes out and bites Azzubal, revealing that even though he looks like a goblin he is not vulnerable to poison.

Podrick demonstrates that Azzubal is also nimble enough to be almost immune to stabbing.

Hemp manages to land an arrow on Azzubal, proving that he is vulnerable to both arrows and fire.

Then Azzubal starts to act. First, he starts healing. Second, he calls out, "Creatures of the night defend me!" Bats start to fly out in swarms from the cave across the way. This starts to look like a real problem.

Podrick stabs Azzubal many times. He groans in pain, but then turns into a (vampiric) mist and flows past the characters. Hemp tries to follow the mist, shooting as he goes.

Old Man Fish hears Ned yell out, "Bat swarms incoming!" He decides to follow Hemp, who is following the mist. Both of them recognize that there is a problem – the mist simply continues down the spires, to some location not otherwise known. Old Man Fish decides that he will try drinking the potion Hemp handed him some time ago, but then thinks, "Wait, this is the holy water of the death god. Maybe not..." He puts the stopper back into the vial.

The characters prepare for the arrival of the bat swarms. Podrick hunkers down behind his shield. Hemp hunkers down behind Podrick and opens fire with the *blazefire bow*, killing a surprising number of bats. And Ned sends his giant viper out into the open to act as a draw.

Old Man Fish cuts at nearby bats with his sword, dispersing one of the swarms.

Then the swarms attack. It turns out that they don't do all that well against armored foes. Or even unarmored foes.

The characters' counterattacks are more than enough to disperse the remaining bat swarms.

Hemp picks up a skewered, roasted bat and nibbles on it. He tells the others, "The children of the night... What tasty snacks they make." Ned watches Hemp carefully for signs of hydrophobia.

Old Man Fish evaluates the treasures. He hopes to find something portable and valuable. He actually finds a large quantity of less-than-portable treasures:

- 8 bolts of rare silk;
- 11 casks of foreign wine;
- 5 crates of salt;
- 3 large tapestries;
- 41 spears;
- 5 suits of chainmail;
- 10 long swords; and
- 10 large wooden shields

The throne is carved from the back wall of the cave, so (sadly) not portable in any way. Hemp tries sitting on it. He finds that it is made for a goblin, so not particularly comfortable. In spite of that, he insists, "I never tire of sitting on dead men's thrones."

The dead bodies (on closer investigation) were killed by small fangs, perhaps goblin vampire exsanguination. 10 are humans, 2 are elves. All of them have been completely looted.

The lower half of the bat cavern turns out to contain an alchemical arrangement manned by three goblins. Hemp understands, "This is where they make the moonshine! Nobody kill these goblins, they have worth as master craftsmen!"

Ned sends his snake in to kill them. He threatens, "Your entire tribe is dead, flee while you can?"

The goblins try to bargain, "You want moonshine?"

Ned learns that the goblins make moonshine out of "fermented mash", which causes the characters to remember the grain barrels below. They are clearly using anything they can get their hands on. They have about four gallons of completed product. Podrick refills his flask, while Old Man Fish disinfects his wounds with a moonshine-laden ladle.

Ned asks the moonshiners, "Do you know where the vampire's coffin is?"

"We know nothing... babble baffle moonshine!" They've clearly been driven insane by the vapors of their work, and the only thing they can speak about with expertise is their liquor. And it is also



apparently completely toxic to non-goblinoids (hence Gallfred). They've been making goblin moonshine as long as they can remember, which really doesn't mean that much.

The goblin distillers press all of their available products upon the characters as a gift.

## The Howling Dwarf Altar

Podrick finds another chamber accessible from a bridge. It features an altar built around a dwarf statue some 20' tall. The statue's beard is made of tentacles and its eyes are glistening gemstones. It stares into the middle space with a raging expression. Its mouth hangs open in a wordless shout. Ned thinks that it is a shrine to *Sodoutym*, one of the seven dark dwarven gods. His areas of strength are avarice and tyranny.

Ned finds no sign that the statue can be moved. Podrick notes that there is a tunnel behind the statue's mouth. Ned sends his snake down the tunnel and back out again – it manages this without getting eaten. Hemp is insistent that the group must explore the tunnel immediately, because there might be a vampire's coffin behind it. Instead, the characters find some treasures of the ancient dwarf cult of Sodoutym.

- A magic heavy crossbow (+1 weapon; INT 4; Lawful; *golembane*, +2 additional damage against golems; *special purpose* enforce the law, can *detect invisible* 1/day);
- A dwarf-sized suit of plate armor;
- 2 potions of *invisibility* (as the spell with a roll of 15 – 10 minutes invisible unless the user moves at more than half speed or engages in any exertion); and
- A necklace, provides +2 PER when worn

Ned is able to identify the necklace, crossbow, and potions (as above). It goes to Old Man Fish, who can use it to improve his healing powers.

The group camps for the night – which also allows Gallfred to recover, albeit with a terrible hangover.

## The End of the Session

Each character gains 8 xp. Each character gains a 100 gp distribution from the group treasury.